Stef Janssens – CV

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Birthday: 9th of June 1995
Nationality: Belgian

Phone: +32 497 20 78 75
Portfolio: invisible99.github.io
Birthplace: Diest, Belgium

Work Experience

06/2019 - Present – Junior Gameplay programmer at Black Shamrock (Ireland)

Worked on another undisclosed AAA game where I helped on updating the UI and help on features. My current project is an undisclosed AAA game mostly as a data engineer.

02/2019 - 06-2019 – Internship at Black Shamrock (Ireland)

I did QA and bug fixing for Paranoia: Happiness is mandatory for my first few weeks, credited as programmer. Then I started working on an undisclosed AAA VR game in Unreal engine.

01/2016 – 06/2016 – Internship at Firewolf Studio (Belgium)

I worked on a few different games while working at Firewolf Studio but my focus was on the EK 2016 Game.

2015 – 2016 – Volunteering at CoderDojo (Belgium)

CoderDojo organizes free coding workshops for kids aged 7 to 18 years.

Education

2016 –2019 (expected graduation) – Digital Arts and Entertainment, Minor Game development, Kortrijk (Belgium)

09/2018 – 12/2018 – Erasmus study at Skövde University, Skövde (Sweden)

2013 –2016 – Bachelor`s degree in Application development, Hasselt (Belgium)

2011–2013 – Informatics, KTA2 Diest (Belgium)

Technical Skills

Programming languages:

Strong knowledge:
- C++
- C#
- Java

Experience with:
- Python
- HTML
- CSS
- PHP
- Javascript
- SQL
- Lua

Software experience:
- Visual studio
- Unity
- Unreal Engine 4
- Photoshop
- Illustrator
- 3DS Max

Libraries:
- DirectX
- SDL
- Physx
- FMOD
- .NET

Language Skills

Mother tongue: Dutch
Fluent in English